



## THE MASQUE OF SLAANESH



### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Serrated Claws	1"	6	3+	4+	-1	1
Staff of Masks	1"	1	3+	5+	-	1

### DESCRIPTION

The Masque is a single model, armed with a pair of wickedly sharp Serrated Claws and the Staff of Masks.

### ABILITIES

**Unnatural Reflexes:** At the start of the combat phase, roll a dice. Whenever an enemy model targets the Masque in the combat phase and your opponent's hit roll matches your dice roll, that attack automatically misses as the Masque nimbly dances aside.

**The Endless Dance:** If the Masque's Move characteristic is equal to that of her target when you roll the dice for her attacks in the combat phase, you can re-roll any failed hit rolls. If her Move characteristic is greater than that of her target, you can re-roll any failed wound rolls as well.

**Infernal Choreographer:** It is impossible to stand still while in the presence of the Masque. The noblest warriors find themselves capering and twirling, caught up in elaborate spectacles without ever really knowing how or why. Enemy units that start their movement phase within 12" of the Masque of Slaanesh halve their Move that turn.

### KEYWORDS

CHAOS, DAEMON, DAEMONETTE, SLAANESH, HERO, THE MASQUE